FOREST AT WORLD'S END

TO conclude my introduction to adventures for beginners I offer this complete map and solution to Interceptor's Forest at World's End. I am indebted to G.V. White for having done most of the groundwork and I have used his solution to it.

An elf and flying lizard appear at various stages in the game – use the bow to kill them, for example KILL ELF WITH BOW. Sometimes you miss and get killed instead so make frequent use of the save-game routine.

From the great valley (start/finish location), go to the vale of the shadows. Here an old man will appear, and give you the bow and arrows, saying: "These are tipped with iron, the metal most feared by the legions of darkness".

Go to the farmhouse and OPEN DOOR, then ENTER FARMHOUSE, TAKE FOOD, EAT FOOD, GO SOUTH. Go to the woodman's clearing and TAKE LOG. Go to his hut. OPEN DOOR, ENTER HUT, TAKE COIN, GO EAST.

Go to the forest path, beyond the disused fruit grove and TAKE HORN. Go to the western edge of the chasm, PUT LOG OVER CHASM and then GO EAST (crossing over the log). Enter the tangle of trees maze and sooner or later the old man will reappear and say: "Seek he who watches over the threshold".

Go to the wooded vale and KILL SPIDER WITH BOW. From there go to the old well and TAKE ROPE. Go to the west bank of the broad river, CLIMB INTO BOAT, ROW BOAT, CLIMB OUT OF BOAT. Find the pit and kill the monster.

Go to the forest of sighs and attack the wolves or get attacked by them. This leaves you badly wounded and unable to move, (HELP will explain why). Type in commands such as LOOK, INVENTORY, HELP, until the nymph arrives. She will heal you. Once healed, LOOK and you will get a ring. TAKE RING.

Go to the brink of the precipice and BLOW HORN. The dragon will carry you to the bottom of the cliff. DROP HORN. Go to the wildmoor woods and the old man will appear again. He says: "Seek the smith to fashion the hellblade to challenge Zarn. You will need the power from Vulcan's heart".

Go to the witch's hovel. WEAR RING, OPEN DOOR, ENTER HOVEL, TAKE KEY. Go to the blacksmith's forge and ENTER FORGE. The blacksmith will say: "I have been instructed to make a mighty sword for you, but to finish it I need the crystals of Vulcan. Seek these and return".

Leave the forge and go to the volcano. TIE ROPE TO ROCK and CLIMB DOWN ROPE. On a ledge inside the volcano you will find a chest. TAKE CHEST, CLIMB ROPE and go back to the forge.

DROP CHEST and UNLOCK CHEST WITH KEY. OPEN CHEST, TAKE CRYSTALS, GIVE CRYSTALS TO BLACKSMITH. He will make a sword for you. TAKE SWORD and GIVE COIN (as a tip).

Go to the rock wall and, now that you have the sword, you will see a glowing rock. TOUCH ROCK and go EAST. In the cavern of silence, KILL DEMONS WITH SWORD. KILL KARL WARRIOR WITH SWORD in the rock passage.

Go up to the tower and smell the perfume. Go to the dungeon and KILL ZARN WITH SWORD. Princess Mara then says: "My brave warrior let us leave, lead on and I will follow".

Make your way back to the precipice and blow the horn and then go back to the great valley. Once there, Princess Mara swoons in your arms and you live happily ever after.

Gandalf

